

Naval War College Review

Volume 20
Number 2 February

Article 2

1967

War Gaming Department: News For The Fleet!

T. C. Dutton
U.S. Marine Corps

Follow this and additional works at: <https://digital-commons.usnwc.edu/nwc-review>

Recommended Citation

Dutton, T. C. (1967) "War Gaming Department: News For The Fleet!," *Naval War College Review*: Vol. 20 : No. 2 , Article 2.
Available at: <https://digital-commons.usnwc.edu/nwc-review/vol20/iss2/2>

This Article is brought to you for free and open access by the Journals at U.S. Naval War College Digital Commons. It has been accepted for inclusion in Naval War College Review by an authorized editor of U.S. Naval War College Digital Commons. For more information, please contact repository.inquiries@usnwc.edu.



"NEWS" FOR THE FLEET!

Historically, the Naval War College has employed war gaming methods, for both academic and operational purposes, by simulating combat operations at sea in order to increase the Navy's knowledge and experience in the employment of weapons systems and tactics. Traditional gaming techniques have been updated by the use of the Navy Electronic Warfare Simulator (NEWS), which has been made available not only to students of the War College but also to afloat commanders for development and review of their contingency plans.

The NEWS provides dynamic simulation and display of air, surface, and subsurface forces and weapons systems. The forces can be controlled either locally from the NEWS command centers or remotely from the afloat or shore commanders' operational control centers, utilizing available communications links. These facilities permit the rehearsal of planned exercises, the examination of operations plans, or the evaluation of new operational concepts, in real or accelerated time, with continuous visual display and with emphasis on human participation and decision-making. These techniques supplement training at sea and provide operational commanders with an additional means for effectively and economically reviewing fleet readiness in planning and command and control. Technical assistance and war gaming techniques are

provided by personnel of the War Gaming Department of the Naval War College.

The NEWS is adaptable to simulating a broad spectrum of naval combat operational problems, ranging in scope from the rehearsal of a local tactical exercise to the gaming of selected portions of fleet or theater strategic plans. The participants in tactical war games represent commanding officers of ships and pilots of aircraft; while in games of broader scope, at higher levels of command, the players assume the roles of task force and task group commanders and their subordinate commanders. In the latter type of game, the NEWS Umpire and Control Group can simulate subordinate unit commanders and the opposition forces. These problems are prepared and executed by using the commanders' own operations plans or orders along with standard doctrinal publications.

In order to enable fleet officers to fully appreciate the potentialities of the NEWS war gaming services available to the fleet, it is desirable that certain war gaming methods, as well as the specific characteristics, capabilities, and requirements of the Navy Electronic Warfare Simulator be understood. To accomplish this, a four-day War Gaming Course for Fleet Officers is held in the spring of each year. This year, the course will be conducted from 20 to 23 March 1967. The course at the Naval War College, which was very well received last year, was attended by 43 officers including 2 flag officers, 10 captains, and 2 marine colonels.

The War Gaming Course for Fleet Officers covers the history, types, and techniques of war games, with emphasis on utilization of the NEWS to simulate fleet operations. Lectures cover the fundamentals, probability concepts, digital computer simulations, and the capabilities and limitations of simulation. Films and dynamic demonstrations support these lectures. Two short representative war games are actually participated in to familiarize attendees with the player and umpire roles. In addition, two seminars are included to permit the exchange of ideas on how war gaming may best support fleet commanders.

Further information concerning Fleet War Gaming may be obtained by writing to the President, U.S. Naval War College.



The two research papers which follow discuss the same general subject of limited nuclear war at sea. However, the authors have presented differing viewpoints. The reader should find the analytical comparisons interesting. Ed.